

THE LEGEND
OF
SPYROTM
A NEW BEGINNING



INSTRUCTION BOOKLET

7250610

EmuMovies

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during gameplay.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1 Player

**THIS GAME SUPPORTS
GAME PLAY WITH ONE
PLAYER AND CONTROLLER.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



Descriptor

Cartoon Violence

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please visit www.esrb.org.

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Nintendo

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THE LEGEND OF SPYRO™ A NEW BEGINNING

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GETTING STARTED

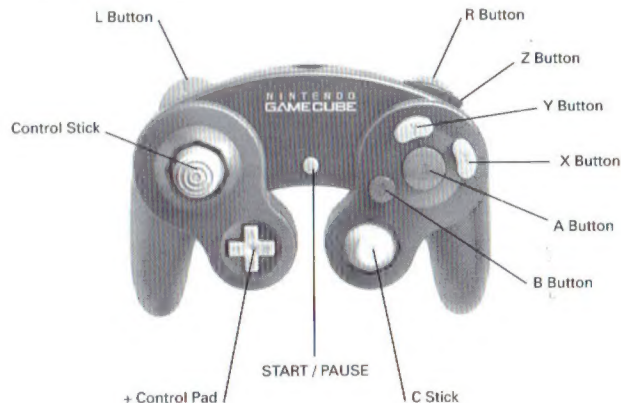
USING THE NINTENDO GAMECUBE™

- Set up your Nintendo GameCube by following the instructions in the Nintendo GameCube instruction booklet.
- To save your game progress, you will need a Nintendo GameCube™ Memory Card. Insert the Memory Card correctly into Memory Card Slot A or Memory Card Slot B before turning on the console. If you turn off the console after playing without a Memory Card, your progress and records will not be saved.
- You will need 2 blocks of memory to save your progress. You can delete unneeded files to clear up additional space if you do not have enough memory.
- Please refer to the Nintendo GameCube instruction booklet (pages 18–20) for directions on how to format and delete a Memory Card file.
- Press the OPEN Button to raise the Nintendo GameCube™ Disc Cover. Correctly place the "The Legend of Spyro: A New Beginning" Game Disc into the Nintendo GameCube and close the Disc Cover.
- Press the POWER Button to turn on the Nintendo GameCube.
- Follow on-screen instructions and refer to this manual for more information about playing "The Legend of Spyro: A New Beginning."

Avoiding Damage to the Nintendo GameCube™ Game Disc or the Nintendo GameCube™ Optical Disc Drive

- Insert only Nintendo GameCube Game Discs into the console.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not apply labels, stickers or other foreign objects to game discs.

USING THE NINTENDO GAMECUBE™ CONTROLLER



START/PAUSE or A Button.....Start Game/Begin Play
START/PAUSE.....Pause
Control Stick or +Control Pad.....Select Options

Insert the Controller into Controller Socket 1 on the front of the console. Follow on-screen instructions and refer to this manual for more information about playing **The Legend of Spyro™: A New Beginning**.

SPYRO CONTROLS

Directional Movement:

The Control Stick controls the direction of the character movement; this movement is relative to the camera.

To walk, push lightly on the Control Stick. To run, push the Control Stick as far as possible in any direction.

Camera Control:

The C Stick controls the camera.

SPYRO CONTROLS

Basic Moves:

Walk/Run	Control Stick
Camera	C Stick
Short Range Breath	B
Jump	A
Double Jump	A, A
Melee Attack	
Horn Knock Up	Press and Hold
Long Range Breath	
Charge (Knock Back)	
Strafe/Target	L Button
Fury	Z Button
Change to Fire Element	+ +Control Pad Up
Change to Electricity Element	+ +Control Pad Right
Change to Ice Element	+ +Control Pad Down
Change to Earth Element	+ +Control Pad Left

ADVANCED MOVES

Melee "Knock up" Combo	
Tail Strike	A, A, Press and Hold
Air Charge	A,
Evasion	L Button + Control Stick + A
Air Combo (While Enemy is in the Air)	A,
Air Knock Back (While Enemy is in the Air)	A,

FLYING CONTROLS

Move/Fly	Control Stick
Shoot Fireball	
Evade (Barrel Roll)	Control Stick (Move Direction) + A
Speed Burst	
Slow Down	L Button

*Tip - Mix and match Spyro's abilities to create your own combos!

THE LEGEND BEGINS...

In the Year of the Dragon, in a world beyond the realms, the Guardians awaited the birth of a purple dragon destined to restore balance to the world. But the Dark Master knew of this as well and sent forth a legion of his minions to destroy the Dragon Temple and prevent the birth of this special dragon.

Several years later...

When Spyro, a young dragon, leaves his home in search of the truth about his past, he finds a shocking discovery—the future of the world rests on his wings. In a race against time, Spyro must realize his destiny and learn what it takes to be a hero if he is to stop the Dark Master's latest creation, Cynder!



MAIN MENU

Upon starting the game, you will be instructed to press START/PAUSE to access the Main Menu. The Main Menu will appear with the following options:

LOAD GAME:

Choose and continue a previously saved game.

NEW GAME:

Select a Memory Card Slot to create new game data and begin a new game.

OPTIONS:

Change game settings in the Options Menu.

- **MUSIC** – Adjust the volume of the music in the game.
- **SFX** – Adjust the volume of the sound effects in the game.
- **OUTPUT** – Choose the appropriate sound output for your television audio system.
- **WIDE** – Toggle between Widescreen and Fullscreen.
- **SUBTITLES** – Toggle in-game subtitles.
- **RUMBLE FEATURE** – Toggle Controller Rumble.
- **FLIGHT UP/DOWN** – Invert the controls for Spyro during flying levels.
- **CAMERA LEFT/RIGHT** – Invert the camera control.
- **SLOW-MOTION CHANCE** – Adjust the possibility of a slow-motion event during battle.

EXTRAS:

Watch an interview with Elijah Wood and view the game credits.

PAUSE MENU AND LEVEL UP SCREEN

Press START at anytime during play to access the Pause Menu. The Level Up Screen can be selected from this menu.

Level Up Screen - Spyro can't defeat Cynder with the skills he has at the start of the game. Rescued Guardian dragons will teach Spyro new attacks, which can be upgraded. To upgrade your abilities, you'll need to access the Level Up Screen from the Pause Menu.

PRIMARY BREATH: This is Spyro's short range breath for the selected element.

SECONDARY BREATH: This is Spyro's long range breath for the selected element.

UPGRADE GAGE: A highlighted bar shows how much each breath has been upgraded. Passing each notch on the gage will give Spyro a new breath upgrade.

SPIRIT POOL: A swirling pool of spirit that fills up when Spyro collects blue gems. Spyro can then use this spirit to upgrade his breaths.

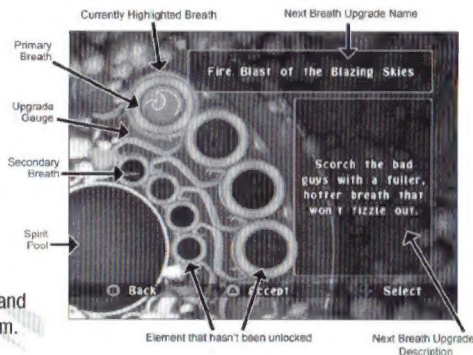
CURRENTLY HIGHLIGHTED BREATH: Spyro can switch between different breaths using the control stick. A purple glowing ring can be seen around the breath that is currently highlighted.

NEXT BREATH UPGRADE NAME: This is the name of the next breath upgrade for the currently highlighted breath.

NEXT BREATH UPGRADE

DESCRIPTION: This is a description of the next breath upgrade for the currently highlighted breath.

ELEMENT THAT HASN'T BEEN UNLOCKED: Darkened breaths show elements that Spyro hasn't learned yet. Once he learns an element, the breath icons will light up, and he will be able to upgrade them.



Pause Menu-

CONTINUE: Returns the player to the game.

ENABLE AUTOSAVE: If the player inserts a new Memory Card, they can save their current game to it by enabling this option.

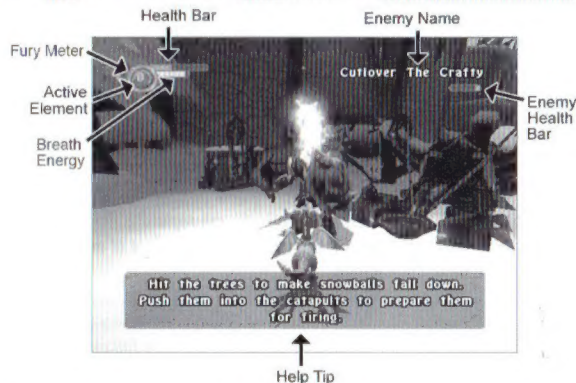
OPTIONS: Takes the player to the Options Menu.

MAIN MENU: Quits the game and returns the player to the main menu.

LEVEL UP: Takes the player to the Level Up Screen.

HUD (HEADS UP DISPLAY)

The HUD displays the following information for Spyro.



Health Bar: Decreases when Spyro takes damage. Can be refilled with red gems.

Breath Energy: Decreases when Spyro uses his breaths. Can be refilled with green gems.

Active Element: An icon that shows which element Spyro is currently using for his breaths and furies. The player can switch to different elements at any time using the +Control Pad.

Fury Meter: Starts empty but can be filled by collecting purple gems. Once full, the meter will glow, and the fury can be used by pushing the fury button. The type of fury unleashed depends on the active element.

Enemy Name: This is the name of the enemy that Spyro is attacking.

Enemy Health: This is the health bar for the enemy that Spyro is attacking.

Help Tip: These appear to teach Spyro how to use his abilities or give hints on how to get past obstacles in the game.

SPARX

Sparx is Spyro's best friend and trusty sidekick. He's not very big, but he is always willing to help Spyro find his way when he gets lost.



COLLECTIBLE GEMS

Scattered around the world are Gem Clusters. They are ancient relics of the dragon's reign. Smash the Gem Clusters to release the Gems that lie inside! Defeating enemies also awards Spyro with Gems, which are vital for Spyro to regain health and magic or to upgrade his breaths. There are four types of Gems to collect:



HEALTH GEMS – When Spyro is hit by an enemy, collect RED Gems to get better!



ENERGY GEMS – Collecting GREEN Gems will replenish Spyro's Breath Energy. Using Breath Attacks will consume a lot of energy, so be sure to collect these often.



FURY GEMS – Unlock the hidden fury of Spyro's elemental attacks by collecting PURPLE Fury Gems and activating the Fury Attack! Press the Z button to perform a devastating Fury Attack when this meter is full.



SPIRIT GEMS – Collecting BLUE Gems from enemies that you defeat will allow you to upgrade Spyro's abilities in the Level Up Screen.

ELEMENTS

Spyro will learn a lot of powerful new abilities throughout his quest. Some of them will be taught to him by the Dragon Guardians, and others he will learn on his own. Can you master them all?



FIRE – Train with Ignitus and master the explosive element of Fire.



ELECTRICITY – Learn to wield the stunning power of Electricity with Volteer.



ICE – Practice with Cyril and unleash the chill of Ice on your enemies.



EARTH – Learn to harness the destructive force of Earth from Terrador.

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